VZ200 INTERFACE - THE OFFICIAL MAGAZINE
OF THE VZ200 USERS' CLUB

INTERFACE

WELCOME

Welcome to the second issue of VZ200 INTERFACE, the magazine for members of the VZ200 Users' Club. As I explained in the first issue, we'll be using the magazine as a way of keeping you in touch with developments in the field, reviewing software packages and books, and sharing members' discoveries and ideas.

And what a lot of them there have been. Since the VZ200 first went on sale, and the early issues of INTERFACE went out, my postman has been complimenting me on the number of new friends I seem to have made. Not a day goes by without five, ten or more letters from club members.

It's obvious that club members are taking the business of exploring their new computers seriously. A number of fascinating tricks about the VZ200 have been revealed, and I'll share these with you in this issue, and future ones, of INTERFACE. So much material has come into me I can only select a sample of it for the magazine.

If you decide to start a local branch of the VZ200 Users' Club, let us know so we can publicise your name and address. We hope that there will soon be several local clubs, to arrange meetings for members, and to share ideas and programs.

If you have problems, get in touch with us. Note that we are <u>not able to reply to letters personally</u>, but will print the most representative problems we receive, along with an answer for you. If there is a problem which we cannot answer. we'll throw it open to you, in the hope that someone will be able to provide us with a solution.

If you don't want to organise a local club, but would like to get in touch with members of the national club in your area to swap your programs and to help each other out, write to us, and we'll print your name and address in a future issue so people can get in touch with you.

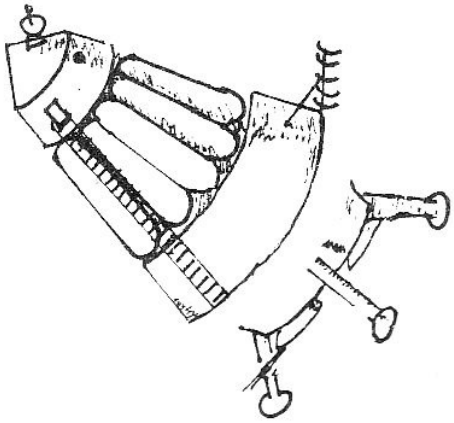
Please send your programs and other contributions to me at this address:

Tim Hartnell,
VZ200 Users' Club,
P O Box 321,
NORTH RYDE, NSW, 2113

See you in the next issue,

TIM HARTNELL,
Club co-ordinator

NOTE: If you change your address, please let us know by writing a SEPARATE letter in a SEPARATE envelope about it. Otherwise, it could be mislaid.



PLAYING THE POKIES

MICK COLE of Kellerberrin, WA, has sent us a fine POKER MACHINE program:

```
8 REM POKER MACHINE
10 CLS
80 J=100
85 SOUND 24,6
120 PRINT "YOUR STARTING BANK IS $";J
125 IF INKEY$<>"" THEN 125
127 PRINT "PRESS P TO PULL HANDLE"
128 PRINT "OR Q TO QUIT"
130 IF INKEY$="" THEN 130
135 IF INKEY$="Q" THEN 510
140 CLS
150 REM COLOUR COUNTERS
170 RANGE=0
180 BLUE=0
190 RED=0
200 REM SELECT THREE FIGURES
210  FOR I=1 TO 3
220 N=RND(3)
230  IF N=1 THEN 260
240 IF N=2 THEN 290
250 IF N=3 THEN 320
260 COLOR 8:PRINT "ORANGE----------------------"
265 SOUND 10,1
270 RANGE=RANGE+1
280 GOTO 340
290 COLOR 3:PRINT "BLUE-----------------------"
300 BLUE=BLUE+1
305 SOUND 1,1
310 GOTO 340
320 COLOR 4:PRINT "RED------------------------"
330 RED=RED+1
335 SOUND 20,1
340 PRINT:NEXT I
345 REM CHECK IF PLAYER HAS WON
350 IF RANGE=3 OR BLUE=3 OR RED=3 THEN 430
355 IF RANGE=2 OR BLUE=2 OR RED=2  THEN 550
360 SOUND 19,1;20,1;19,1;1,1;15,2
380 PRINT "SORRY, YOU LOST THAT ONE....."
385 REM SUBTRACT  $1 FROM J
390 J=J-1
400 PRINT
405  REM CHECK IF MONEY LEFT
410 IF J<1 THEN 480
420 GOTO 460
430 PRINT "LUCKY....YOU WON $5!"
440 SOUND 23,2;28,2;31,2;28,2;23,2;28,4
450 J=J+5
460 PRINT:PRINT "YOUR BANK NOW STANDS AT $";J
465 IF J>199 THEN PRINT "YOU'VE BROKEN THE BANK":END
466 FOR Y=1 TO 200:C$=INKEY$:NEXT
470 GOTO 127
480 PRINT "YOU HAVE DONE YOUR DOUGH..."
485 SOUND 21,8:GOTO 530
510 CLS:PRINT "YOU HAVE YOUR HEAD SCREWED ON   RIGHT"
520 PRINT:PRINT "YOU TAKE HOME $";J
530 SOUND 28,4;23,2;23,2;25,4;23,4;27,4;28,4
540 END
550 PRINT:PRINT "YOU GOT TWO THE SAME!!"
560 J=J+.75
570 SOUND 25,1;28,1;25,1;28,1
580 GOTO 400
```

```
ORANGE----------------------

RED-------------------------

ORANGE----------------------


YOU GOT TWO THE SAME!!


YOUR BANK NOW STANDS AT $ 100.75

PRESS P TO PULL HANDLE
OR Q TO QUIT



ORANGE----------------------

ORANGE----------------------

ORANGE----------------------

LUCKY....YOU WON $5!

YOUR BANK NOW STANDS AT $ 105.25

PRESS P TO PULL HANDLE
OR Q TO QUIT



ORANGE----------------------

RED-------------------------

BLUE------------------------

SORRY, YOU LOST THAT ONE.....


YOUR BANK NOW STANDS AT $ 112.25

PRESS P TO PULL HANDLE
OR Q TO QUIT
```

A HEX ON YOU

J BRANTON of Williamstown, Vic., writes: "I was pleased to get the first issue of INTERFACE, and look forward to the next. The problem of getting multiple notes from one key press in the piano programs in the first issue of the magazine can be solved by using just one 'dummy read'. For example, in Piano V, all the C$=INKEY$ can be left out except line 30, and be replaced by 130 Q$=INKEY$ or 130 C$=INKEY$.

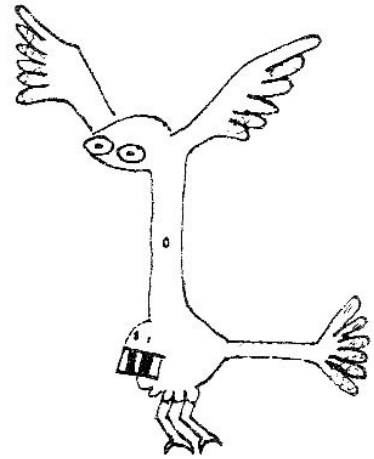
The hex numbers in INTERFACE made my rusty brain creak. For others in the same boat, I offer the following program, which I like because it is a good illustration of strings:

```
10 REM HEX TO DECIMAL
11 REM J BRANTON
15 CLS
20 INPUT "ENTER FOUR DIGIT HEX NO.";N$
25 IF N$="S" THEN END
27 IF LEN(N$)<>4 THEN 20
30 A$=MID$(N$,1,1)
40 B$=MID$(N$,2,1)
50 C$=MID$(N$,3,1)
55 D$=MID$(N$,4,1)
60 E$=A$:GOSUB 200:A=E*16^3
70 E$=B$:GOSUB 200:B=E*16^2
80 E$=C$:GOSUB 200:C=E*16
90 E$=D$:GOSUB 200:D=E
100 PRINT
110 PRINT N$;" HEX = ";A+B+C+D;" DECIMAL"
120 PRINT "-----------------------------"
130 GOTO 20
200 IF VAL(E$)<10 THEN E=VAL(E$)
205 IF E$="A" THEN E=10
210 IF E$="B" THEN E=11
215 IF E$="C" THEN E=12
220 IF E$="D" THEN E=13
225 IF E$="E" THEN E=14
230 IF E$="F" THEN E=15
235 RETURN
```

```
ENTER FOUR DIGIT HEX NO.? 3456

3456 HEX =  13398  DECIMAL
--------------------------------
ENTER FOUR DIGIT HEX NO.? FFFF

FFFF HEX =  65535  DECIMAL
--------------------------------
ENTER FOUR DIGIT HEX NO.? 3EAF

3EAF HEX =  16047  DECIMAL
--------------------------------
ENTER FOUR DIGIT HEX NO.? S
READY
```

LOAD AND SAVE SOLVED

RICHARD HOWE, of Duncraig in WA, was one of many club members who was happy to get his first issue of INTERFACE. Richard writes: "I have just received my first copy of VZ200 INTERFACE and I was very pleased. I own a VZ200 and so far my only problems have been with loading and saving on my cassette drive. My tape recorder at first steadfastly refused to save programs. I solved this problem by connecting the record plug to the 6-pin DIN socket of the cassette recorder. The DIN plug cost just $5.99 along with a male to female adaptor for $1.99. I hope this remedy can be of use to other club members."



Jim Rowe is one of the top boys at Dick Smith Electronics (that is, I think he is, because whenever I try to get in touch with Dick I'm told he's flying his helicopter over Pitcairn Island or somewhere "but I can put you onto Jim..."). Anyway, as I was saying, Jim, who had a lot to do with the development of the VZ200, has produced an extremely useful book THE VZ200 PERSONAL COLOUR COMPUTER TECHNICAL REFERENCE MANUAL. Even hardware clods like myself can understand bits of it, and I imagine that if you're the soldering iron-electronics-machine-code-programmer type, you'll be able to make great use of the contents. The book is available from your nearest Dick Smith outlet (of course) and contains info on the following:

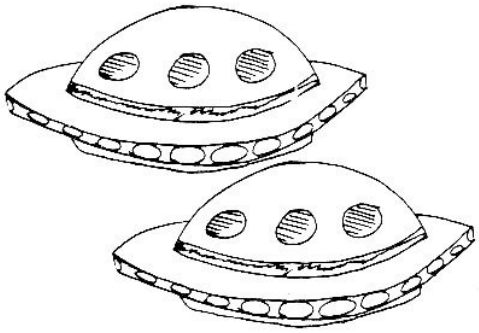
- VZ200 memory map
- Keyboard matrix
- I/O mapping
- Cassette/speaker VDC Output latch
- Video display modes
- Screen control codes
- System pointers and the like
- Reserving space for a m/c program
- Finding the top of memory
- Calling a m/c routine from BASIC
- Useful ROM routines
- Video worksheets and schematic circuits

ROCKHAMPTON CALLING

DAVID JONES of 16 Gowdie Avenue, North Rockhampton, 4701, (079 281 777) says: "I'm trying to start a local VZ200 club here in Rockhampton and have printed some notices which the local distributor is giving out to all VZ200 purchasers. Unfortunately about 20 systems were sold before I got the notices printed so many purchasers do not know of the club. I would appreciate it you could publish my name and phone number in your magazine for the benefit of local members."

A little later in his letter David says: "I've discovered with the sound command that it can use the following format: SOUND 4,3:16,3:28,3:16,8:4,8 and so on...On the subject of arrays I have noticed that they are not restricted to three dimensions as suggested in the manual...Also, although the book doesn't mention it, one can use integer variables such as A%, B% and C% etc. This speeds up processing since the system doesn't have to handle floating point maths for that particular problem...

"I have been experimenting with the system to try to determine its memory map. I found the range of addresses between hex 6800 and hex 6FFF are not fully decoded and all address the same functions. They address the visual display generator, the tape in and out ports, and the sound generator. POKEing dec 1 or 32 to any of these locations will cause a sound to be made (POKE 1 then 0 then 1 then 0 etc to cause tone, and vary the gap between POKEs to change the pitch). POKEing 8 or decimal 16 to these locations will cause the screen to change modes and background colours. POKEing 4 then 0 then 4 then 0 etc will cause an output on the tape out line, and PEEKing these locations will show that the decimal 64 bit changes when a tape is played in. As yet, I haven't discovered what the last two bits are for, but I suspect that they cause a foreground colour change."



MORE BOOKS TO ASSIST YOU

Other books available at your Dick Smith outlet for the VZ200 include Wayne Richmond's collection FIRST BOOK OF PROGRAMS FOR THE VZ200.

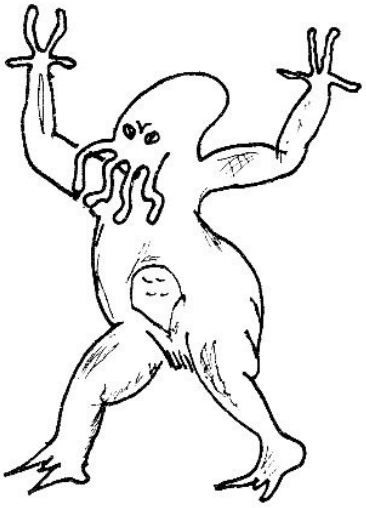
Dick came back from Pitcairn Island (or wherever he was) to write the foreword to the book, and says, in part: "Incredible! I just can't seem to keep up with the way these computers continue to get not only smaller, but also more intelligent...Who would have imagined just a few short years ago that we would be able to produce a machine like the VZ200...To enable us to give you a really good introduction to the computer and to assist by taking some of the mystery out of computer programming, we have produced this book of programs to help show you how it's done..." The FIRST BOOK OF PROGRAMS FOR THE VZ200 includes fifteen programs, such as CRAZY STORY, MUSIC BOX, CRYSTAL SPECTACULAR, MOVING TARGETS and VZ200 CUP.

I have not been lazy. With the help of co-author Neville Predebon I've written GETTING STARTED WITH YOUR VZ200, a 120-page book aimed at users who have not done any computer programming before acquiring a VZ200. This is available from your local Dick Smith outlet. A second book THE GIANT BOOK OF VZ200 GAMES, based on my GIANT BOOK OF COMPUTER GAMES, has been prepared by 13-year-old Glen Pringle and this will be available shortly.

Finally, a third book FURTHER PROGRAMMING WITH YOUR VZ200 has been written by me. This is designed to follow on from GETTING STARTED WITH YOUR VZ200 and includes in its 135 pages quite a bit of material on the production of moving graphics programs. To show you the kind of programs in the book, I've decided to include a couple here. The first one produces Lissajous patterns in Mode 1:

```
10 REM AUTO-LISSAJOUS
20 REM FRAZER MELTON
22 PI=3.141592
30 S=500
40 Y=INT(RND(0)*20)+1
50 X=INT(RND(0)*20)+1
80 MODE(1)
82 Z=INT(RND(0)*3)+2
85 COLOR (Z)
90 FOR A=0 TO 2*PI STEP PI/S
100 SET ((20*SIN(A*Y)+60),(20*COS(A*X)+30))
105 IF INKEY$<>"" THEN 40
110 NEXT A
120 FOR T=1 TO 2000:NEXT
130 GOTO 40
```

In the second program, V-WING SPACE BATTLE, you pilot your little V-wing space craft around the screen, trying to run over the numbers which appear on it. Each number will appear for a limited amount of time, and if you run over it, a score related to that number is added to your growing tally:



```
10 REM V-WING SPACE BATTLE
20 CLS
30 SC=0
100 FOR Z= 1 TO 20
110 SL=28736:M=22:D=-32
120 POKE 28715+INT(RND(0)*468),INT(RND(0)*9)+49
130 W=SL
140 A$=INKEY$
150 IF A$="," THEN SL=SL+1:M=62
160 IF A$="M" THEN SL=SL-1:M=60
170 IF A$="." AND SL>28736 THEN SL=SL-32:M=1
180 IF A$=" " AND SL<29151 THEN SL=SL+32:M=22
190 Q=PEEK(SL)
200 IF Q>48 AND Q<58 THEN SC=SC+Q:GOTO 980
205 POKE W,32
210 POKE SL,M
220 IF RND(0)<.99 THEN 130
230 COLOR,1:FOR T=1TO20:NEXT T:COLOR,0
980 CLS:PRINT @ 0,"SCORE  ";SC;"   ";20-Z;" SHIPS LEFT"
982 COLOR,INT(RND(0)*2)
985 SOUND RND(0)*25+1,1:IF RND(0)>.6 THEN 985
990 NEXT Z
1000 PRINT @ 0,"THE BATTLE IS OVER","YOU SCORED ";SC
1100 COLOR,INT(RND(0)*2)
1120 GOTO 1100
```

LOCAL CLUB IN AYR, QUEENSLAND

John Stewart, 71 Hillier Street, Ayr, QLD., 4807 is all set for action in the Sunshine State: "Firstly, let me express my delight at receiving INTERFACE. It will, I'm sure, provide an excellent opportunity for all VZ200 owners to improve their programming and to learn about their computers." [John then goes on to ask, as many other members have done, for some more information on how to use machine code. We're currently looking for a machine code expert to help in this way. Volunteers would be welcome!] John continues: "I live in a reasonably small community with as yet insufficient numbers of VZ200's to start a local club of users. However, I'm interested in forming such a club in the future..." OK, if you live anywhere within shouting distance of John, drop him a line.

All contents of this publication are copyright [c] Hartnell, 1983. Local user clubs may copy contents freely.

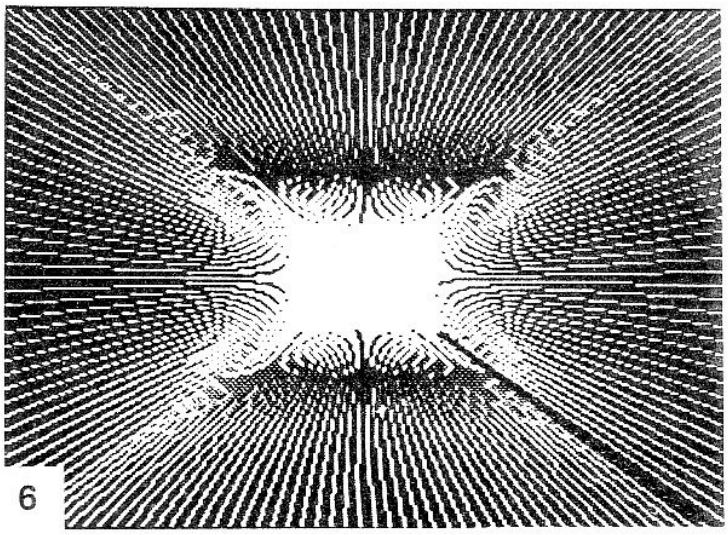
Artwork in this issue by Anthony Burke.

KEEP THOSE CARDS AND LETTERS....

Fourteen-year-old GEORGE LUI from Melbourne has won the award of writing the club more letters than anyone else! One of his letters includes the following: "Hello again. I must say every time I write to you, I am improving my programming. I found out that if a sound routine is executed on the VZ200 and I also press and depress the CTRL key, the music sounds funny. Any idea why? Here's a CODEBREAKER [Mastermind] type program, based on one from one of your books, for the VZ200":

```
YOU SCORED  2  BLACKS
AND  0  WHITES
ENTER GUESS NO.  8
? 357
YOU SCORED  2  BLACKS
AND  0  WHITES
ENTER GUESS NO.  9
? 367
YOU SCORED  2  BLACKS
AND  0  WHITES
ENTER GUESS NO.  10
? 387
WELL DONE!!!
```

```
10 REM CODE BREAKER
20 CLS
40 DIM A(3)
50 DIM B(3)
60 FOR Z=1  TO 3
80 A(Z)=RND(9)
90 NEXT Z
100 IF A(1)=A(2) OR A(1)=A(3) THEN 60
110 IF A(2)=A(3) THEN 60
120 D=100*A(1)+10*A(2)+A(3)
125 PRINT D
130 FOR C=1 TO 10
135 SOUND C,1;C*2,1;C*3,2
140 PRINT "ENTER GUESS NO. ";C
150 INPUT X
160 B(1)=INT(X/100)
170 B(2)=INT((X-100*B(1))/10)
180  B(3)=X-100*B(1)-10*B(2)
190 IF D=X THEN 420
200 W=0
210 N=0
220 FOR E=1 TO 3
230 IF A(E)<>B(E) THEN 260
240 N=N+1:SOUND 10*N,1
250 A(E)=0
260 NEXT E
270 F=1
280 IF  A(F)=0 THEN 330
290 E=1
300 IF B(F)<>A(E) THEN 320
310 W=W+1:SOUND 30-10*W,1
320 IF E<3 THEN E=E+1:GOTO 300
330 IF F<3 THEN F=F+1:GOTO 280
340 A(1)=INT(D/100)
350 A(2)=INT((D-100*A(1))/10)
360 A(3)=D-100*A(1)-10*A(2)
370 PRINT "YOU SCORED ";N;" BLACKS"
375 PRINT "AND ";W;" WHITES"
390 NEXT C
400 PRINT "MY NUMBERS WERE";A(1);A(2);A(3)
410 GOTO 425
420 PRINT "WELL DONE!!!"
425 FOR Y=1 TO 3
430 SOUND8,2;6,1;30,1;28,3;6,3;27,8
440 FOR T=1 TO 30:NEXT
450 NEXT
```



OUT OF THE SILENT SKY

From Cambridge Park in NSW we've got a letter and program from R Swancott, who says: "Congratulations on an exciting first issue. The whole family were interested, and the kids love the "sketch" programs. I wonder how long it will be before we go 'glossy'?

I would like to contact any users around the Penrith area and form a local library of programs. (Good idea!) Maybe we can get the local public library to assist with this.

Please find enclosed a simple TEXT mode program. It makes a flying saucer land, and open its doors, and then a bomber drops a bomb on it and destroys it. The kids love it."

To get in touch with R J S, write to him at 7 Little St., Cambridge Park, NSW, 2750.

```
1 REM USE GRAPHICS CHARACTERS
2 REM RATHER THAN ALPHABET ONES
3 REM THEY HAVE BEEN USED BECAUSE
4 REM THE PRINTER ONLY PRINTS
5 REM ALPHANUMERIC ONES
6 REM BOMBER ATTACKS UFO
7 REM R J SWANCOTT
10 FOR A=1 TO 200 STEP 2
20 PRINT @ A,"-#-"
30 CLS:NEXT
40 FOR B=200 TO 370
50 PRINT @ B,"-#-"
60 CLS:NEXT
70 FOR C=370 TO 498 STEP 32
80 PRINT @ C,"-#-"
85 FOR T=1 TO 60:NEXT
90 CLS:NEXT
100 PRINT @ 498,"\-/"
110 FOR D=1 TO 18 STEP 0.4
120 PRINT @D,"#——"
125 PRINT @ 498,"\-/"
130 CLS:NEXT
140 FOR E=18 TO 466 STEP 32
150 PRINT @ E,"!"
155 PRINT @ 498,"\-/"
160 CLS:NEXT
165 FOR T=1 TO 10
170 PRINT @ 498,"+#$."
175 PRINT @ 498," %  "
176 PRINT @ 498,"% /\"
177 PRINT @ 498,"   %"
180 PRINT @ 498,"-/\ "
190 PRINT @ 498,"\/-#"
196 PRINT @ 466,"% /\"
197 PRINT @ 466,"-/\ "
198 PRINT @ 466,"    "
205 NEXT T
210 RUN
```

GETTING YOUR NAME IN PRINT

Dick Smith outlets have a printer interface designed to enable you to hook your VZ200 up to a printer. It's the X-7210 Printer Interface Module. It simply plugs into the back of the computer, next door to the slot which is designed to take the extra memory.

The Interface - which was used to print out all the program listings in this issue of INTERFACE - comes complete with a ribbon cable ending in a standard Amphenol 36-way plug, and it will work with just about any standard 'Centronics'-type parallel printer. We used it on two quite different printers, and they worked without any adaptation.

If you don't happen to have a suitable printer lying around, you might like to look at the Seikosha GP-100 printer which is available from Dick Smiths for around $395. This printer is particularly good for the VZ200 because it handles inverse characters and low-res graphics automatically. The X-7210 Printer Interface is $49.50 from Dick Smith outlets.

SLIPPING INTO SOFTWARE

There's quite a range of software available already for the VZ200, and I notice some independent producers are also getting in on the act. Down Under Microware Pty Ltd, PO Box 397, Dapto, 2530 is an Australian company specialising in software for the VIC-20 and the VZ200. The company's big boss, Paul Janson, says they have four software packages available for the VZ200, including GAMES PACK 1 which contains four programs (which I haven't seen, so I have no idea what standard they are) ADVENTURE, CREATE, LOTTO SELECTOR and DR. VZ200. The packs are available for $12.00.

From your Dick Smith store you can select from a wide range of VZ200 software. Programs available include the following:

- SLOT MACHINE/KNOCK OFF/RUSSIAN ROULETTE. Slot Machine puts you up against a one-armed bandit; Knock-off is a game of chance which is said to be able to help you develop your maths skills; and Russian Roulette (illustrated dramatically here) is a painless way to lose your head! X-7234

- BIORHYTHM/PAIR MATCHING/CALENDAR. Biorhythm looks at your emotional, physical and intellectual cycles; Pair Matching compares two different people's biorhythms and comments on their compatibility or otherwise; and Calendar tells you the difference in days and years between two dates you enter, and the day of the week on which they fell. X-7237

- POKER. This is straight draw poker, just you and your trustworthy (!) VZ200. You can bet, raise, call, bluff and fold, just like the real game. X-7232.

These programs, and others, are just $12.50 from Dick Smith stores. The ones described here are just a few of the range of VZ200 software available. There is a lot more under development, so keep your eye on your local DS store to see what else comes on stream.

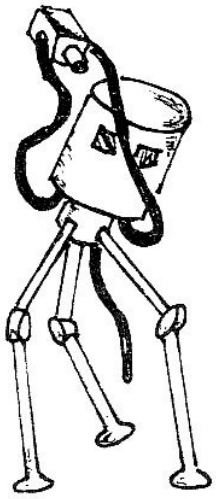
THREE BOOKS FREE FOR THE BEST PROGRAMMER

The person who submits the best program for our next issue will receive a complimentary copy of my 390-page book THE GIANT BOOK OF COMPUTER GAMES, plus two other books which I hope you will find useful. So get writing. We'd prefer programs sent as listings, but will accept copies on cassette. No material can be returned. If you send your program in on cassette, please save it three times in a row, at the start of the first side of the cassette, so we don't have to do a lot of searching to find it. We ask for it to be dubbed three times to make sure that we can load it.

THREE-D GRAPHICS

From Paul Vowles in Margaret River comes this program to produce some pretty amazing pictures of pyramids on your VZ200:

```
10 REMARKABLE PYRAMIDS
15 REM BY PAUL VOWLES
20 CLS:INPUT "PYRAMID HEIGHT";H
22 INPUT "LENGTH OF BASE";B
25 D=B/2
30 IF B<1 OR B>63 OR H<0 OR H>60 THEN 20
40 CLS:MODE(1):COLOR 6,1:REM CYAN
50 DL=(63-B)+(B/2.5)
55 DU=60-H:DM=63-B
57 DX=60-INT(H/2.5)
60 Y1=DU:X1=DL:Y2=60:X2=63+D:GOSUB 1000
65 DX=60-INT(H/2.5)
70 Y1=60:X1=DM:GOSUB  1000
80 Y1=DX:Y2=DX:GOSUB 1000
90 FOR Z=Y1 TO 60: SET(X1,Z)
95 SET (X2,Z):NEXT Z
100 X2=DL:Y1=60:Y2=DU:GOSUB 1000
110 Y1=DX:GOSUB 1000
120 X1=63+D:GOSUB 1000
130 COLOR 7,1
140 DN=63+B/2:DK=(63+B/2)-(B/2.5)
150 X2=DK:X1=DN:GOSUB 1000
160 X1=63-B:GOSUB 1000
170 Y1=60:GOSUB 1000
180 X1=DN:GOSUB 1000
190 FOR Z=1 TO 5000:NEXT Z
200 INPUT "AGAIN";A$
210 IF LEFT$(A$,1)="Y" THEN 20
220 END
1000 S=1:IF X1>X2 AND Y1>Y2 THEN S=-1
1010 SET(X1,Y1):SET (X2,Y2)
1015 Y=Y1:N=1:IF Y1=Y2 THEN A1=0:GOTO 1030
1020 A1=(X2-X1)/(Y2-Y1):IF S=-1 THEN A1=-A1
1030 FOR X=X1 TO X2 STEP S
1035 IF X<0 THEN X=0
1040 IF Y<0 THEN Y=0
1050 SET(X,Y):N=N+1
1060 IF A1<>0 THEN Y=Y1+N/A1
1079 NEXT X:RETURN
```



Without doubt, this is one of the best programs we've seen so far for the Dick Smith Personal Colour Computer. Our hardworking play-testing panel agrees, so Paul wins the three books - THE GIANT BOOK OF COMPUTER GAMES - and two others for this issue. Paul, your books are on their way to you!

HOW TO WRITE TO ME

Please send your programs and other contributions to me at the address below. Don't forget to let me know if you're starting up a local branch of the Users' Club in your area. We'll be happy to publicise it for you.

All correspondence to:

Tim Hartnell,
VZ200 Users' Club,
PO Box 321,
North Ryde, NSW 2113